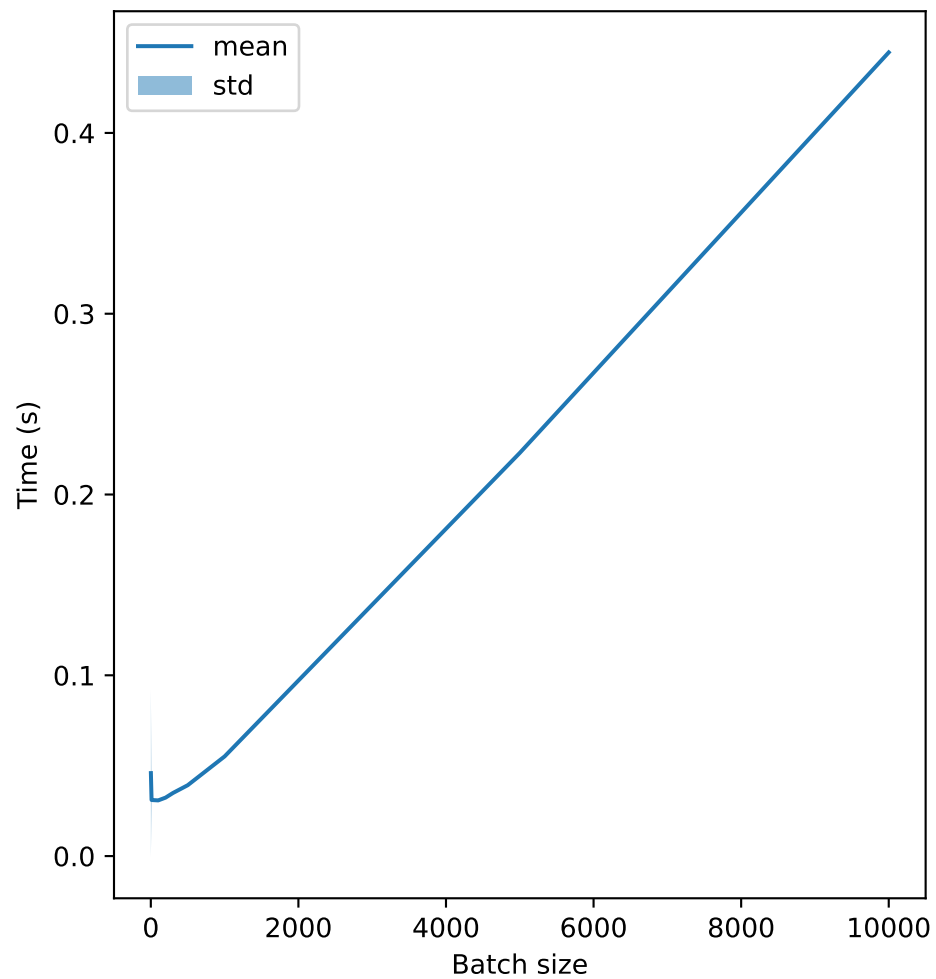


Self collisions



Environment collisions

